

Functions

To invoke a SYSERR function, enter the relevant code on the SYSERR main menu and one or more parameters as described in the section Parameters.

The following functions are provided:

- Adding Messages
 - Deleting Messages
 - Displaying Messages
 - Modifying Messages
 - Printing Messages
 - Scanning Messages
 - Selecting Messages from a List
 - Translating Messages into other Languages
-

Adding Messages

► To add new messages

1. On the SYSERR main menu, enter the following values:

Field	Input Value
Code	AD
Message Type	NS Natural short messages NL Natural long messages US User-defined short messages UL User-defined long messages A long message can only be added if the corresponding short message already exists, as the long message is intended to be an explanation of the short message.
Library	Any existing Natural library. Not required for message types NS and NL.
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be added. If you only want to add one message, either enter the number of the new message in the left Message Number field and clear the right field, or enter the number in both fields.
Language Codes	The code of the language for which the message is to be defined. If the message type is NS or NL, the language code must be 1 for English. For other message types, the first language code entered in the field is used; all others are ignored.

2. Press ENTER.

The Add Short Message screen is displayed:

11:20:23	***** NATURAL SYSERR UTILITY *****	2000-07-04
- Add Short Message -		
Number	Short Message	
-----	-----	-----
SYSERR1004+....1.....+....2.....+....3.....+....4.....+....5.....+...	
Sample	MESSAGE SAMPLE NUMBER 0000	

3. Type in the message text to the right of the message number.
If the text contains the string **0000**, the string is replaced by the message number when saving the message.
See also Copying a Sample Message below.
4. Press ENTER to save the new short message.

5. Press PF9/Long to add a corresponding long message text.

The Add Long Message screen is displayed:

```
11:21:59          - Add Long Message SYSERR1004 Language 1 -      2000-07-04
1 Tx. MESSAGE SAMPLE NUMBER 1004
2 .
3 .
4 Ex. .
5 .
6 .
7 .
8 .
9 .
10 .
11 .
12 .
13 .
14 .
15 .
16 .
17 .
18 Ac. .
19 .
20 .

Enter--PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
Add           Exit           -       +       Copy       Canc
```

6. Enter text in the three input areas: Tx. (text), Ex. (explanation) and Ac. (action).
7. Press ENTER to save the long message.
8. Press PF9/Short to return to the short message or to add the next short message in ascending order if you have selected a range of message numbers.
9. Press PF3 or PF12 to return to the SYSERR main menu.
Or press PF8 or PF7 to add the next short message in ascending or descending order if you have selected a range of numbers.

Copying a Sample Message

Below the message input line, a line is displayed labeled Sample. The text contained in this line can be copied to the message input line by entering .C in the empty message input line.

If the sample message contains the string **0000**, this string is replaced by the message number when the sample is copied as illustrated in the example below.

11:21:13	***** NATURAL SYSERR UTILITY ***** - Add Short Message -	2000-07-04
Number	Short Message	
SYSERR1004	MESSAGE SAMPLE NUMBER 1004+....1....+....2....+....3....+....4....+....5....+..	
Sample	MESSAGE SAMPLE NUMBER 0000	

See also the SAMPLE command as described in the section SYSERR Direct Commands.

Deleting Messages

► To delete messages

- On the SYSERR main menu, enter the following values:

Field	Input Value
Code	DE
Message Type	NS Natural short messages NL Natural long messages US User-defined short messages UL User-defined long messages It is possible to delete a long message without deleting the corresponding short message, but not vice versa. If you try to delete a short message for which a long message exists, you are asked to confirm the deletion of both.
Library	Any existing Natural library. Not required for message types NS and NL.
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be deleted.
Language Codes	The code(s) of the language(s) in which the messages are to be deleted. To indicate that the specified messages are to be deleted in all available languages, enter an asterisk (*).

Displaying Messages

► To display messages

1. On the SYSERR main menu, enter the following values :

Field	Input Value
Code	DI
Message Type	NS Natural short messages NL Natural long messages US User-defined short messages UL User-defined long messages
Library	Any existing Natural library. Not required for message types NS and NL.
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be displayed.
Language Codes	The code of the language in which the messages are to be displayed. Only one language code is accepted. If more than one code is specified, only the first one is used; all others are ignored.

2. Press ENTER.

For short messages, a list of messages is displayed.

Press PF8 to page forwards.

For long messages, the messages are displayed one after another.

Press PF7 or PF8 to page backwards or forwards respectively.

Modifying Messages

► To modify messages

1. On the SYSERR main menu, enter the following values:

Field	Input Value
Code	MO
Message Type	NS Natural short messages NL Natural long messages US User-defined short messages UL User-defined long messages
Library	Any existing Natural library. Not required for message types NS and NL.
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be modified.
Language Codes	The code of the language in which the messages are to be modified. Only one language code is accepted. If more than one code is specified, only the first one is used; all others are ignored.

2. Press ENTER.

The Modify Short Message screen is displayed:

```

11:23:09           ***** NATURAL SYSERR UTILITY *****           2000-07-04
                  - Modify Short Message -

Number      Short Message (English)
-----
NAT0001      Missing/invalid syntax; undefined variable name/keyword.
               ....+....1....+....2....+....3....+....4....+....5....+..

1 Tx. Missing/invalid syntax; undefined variable name/keyword.
2 .
3 .
4 Ex. The syntax checker detected an invalid statement name or
5   keyword. Probable cause is a misspelling of a statement name,
6   keyword or variable name, or an error in a sub-clause of the
7   previous statement.
8 .
18 Ac. Correct Error.
19 .
20 .

Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10---PF11---PF12---
Mod          Exit           - +     Copy    Canc

```

For reference purposes, the long message is displayed in the bottom half of the screen.

When you modify long messages, the following screen is displayed:

```
11:23:42      - Modify Long Message NAT0001 (English) -          2000-07-04
 1 Tx. Missing/invalid syntax; undefined variable name/keyword.
 2 .
 3 .
 4 Ex. The syntax checker detected an invalid statement name or
 5     keyword. Probable cause is a misspelling of a statement name,
 6     keyword or variable name, or an error in a sub-clause of the
 7     previous statement.
 8 .
 9 .
10 .
11 .
12 .
13 .
14 .
15 .
16 .
17 .
18 Ac. Correct Error.
19 .
20 .

Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
Mod           Exit           -         +           Copy           Canc
```

3. Press ENTER to save modifications.
4. Press PF8 or PF7 to modify the next message in ascending or descending order if you have selected a range of numbers.

Printing Messages

► To print messages

1. On the SYSERR main menu, enter the following values:

Field	Input Value
Code	PR
Message Type	NS Natural short messages NL Natural long messages US User-defined short messages UL User-defined long messages
Library	Any existing Natural library. Not required for message types NS and NL.
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be printed.
Language Codes	The code of the language in which the messages are to be printed. Only one language code is accepted. If more than one code is specified, only the first one is used; all others are ignored.

2. Press ENTER.

The print window is displayed:

```
+----+Print NATURAL System Messages-----+
!
! Language code .... 1
!
! Long texts, too ... N
! Error number ..... 1____ - 25
! Lines per page .... 60_
! Left margin .... 10
! Top margin .... 0_
! Bottom margin .... 0_
! Printer ID .... PRT1_____
!
!
+
-----+
```

3. Specify the options provided in the print window and the logical printer name.
See the DEFINE PRINTER statement in the Natural Statements documentation for details on logical printer names.
4. Press ENTER to output the selected messages on a printer.

► To print all Natural system messages

- Enter Code PR,
Message Type NS or NL,
Message Numbers 1 - 9999,
and Language Code 1 (English) or 2 (German).
A Library name is not required and possible entries are ignored.

Scanning Messages

This function is used to scan messages for a specific string of characters. Only short messages can be scanned.

To scan messages

1. On the SYSERR main menu, enter the following values:

Field	Input Value
Code	SC
Message Type	NS Natural short messages US User-defined short messages
Library	Any existing Natural library. Not required for message type NS.
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be scanned.
Language Codes	Specify a maximum of nine language codes from the ranges 1 - 9, A - Z and a - y, or specify an asterisk (*).

2. Press ENTER.
The scan window appears (see the Example below).
3. Specify the following:

Scan Value(s)	In the four empty fields, enter up to four terms to be searched for. The scan finds the specified terms in both upper and lower case.
OR/AND/NOT	You can vary the conditional operators OR, AND or NOT between the search terms. In the Example below, the search would be for all short messages which contain both the words "buffer" and "pool". If the operator NOT were specified, then the search would find all messages which contain neither the word "buffer" nor the word "pool".
Absolute	If you mark this field, the string of characters is found even if it is part of a larger string in the message text. For example, if you scan for the value "meter", the search would also find words, such as "parameter" and "millimeter".
Immediate	If you mark this field, messages are displayed individually, one after the other. Otherwise, a list of messages is displayed after the search is completed. If you specify more than one language or an asterisk (*) in the Language Codes field, Immediate must be marked.

Example:

! Scan value(s)	Or/And/Not	!
! -----	-----	!
! BUFFER_____	AND	!
! POOL_____		!
! _____		!
! _____		!
! Absolute X		!
! Immediate _		!
! _____		!

4. Press ENTER.

When found messages are displayed, the word in which the search string is found is displayed in intensified form. Displayed below is an example output of a scan:

11:32:27	***** NATURAL SYSERR UTILITY *****	2000-07-04
- Scan in Short Messages -		
Number	Short Message (English)	
NAT0777	Buffer pool full.	

From this screen, you can display the search criteria for the current scan by pressing PF10.

Selecting Messages from a List

This function is used to display a range of messages and select single ones for further processing. Only short messages can be displayed.

► To select messages

1. On the SYSERR main menu, enter the following values:

Field	Input Value
Code	SE
Message Type	NS Natural short messages US User-defined short messages
Library	Any existing Natural library (not required for message type NS). If an asterisk (*) is appended to the library name, instead of selected messages being displayed, a list of available libraries is displayed for selection.
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be displayed for selection.
Language Codes	The code of the language in which the messages are to be displayed. If more than one code is specified, only the short message text of the first one is displayed. Enter an asterisk (*) to display available languages for each message.

2. Press ENTER.

The Select Messages screen is displayed:

11:33:21		***** NATURAL SYSERR UTILITY *****		2000-07-04	
- Select Messages -					
Se Number	Short Message (English)	Languages			
		short	long		
— NAT0001	Missing/invalid syntax; undefined variable name/ 1	1	1		
— NAT0002	No file is available with specified name or numb 1	1	1		
— NAT0003	Invalid character string for file name or file n 1	1	1		
— NAT0004	DEFINE DATA must be the first statement if prese 1	1	1		
— NAT0005	Closing parenthesis missing in arithm/logical ex 1	1	1		
— NAT0006	ESCAPE statement used when no processing loop ac 1	1	1		
— NAT0007	Invalid THRU clause in READ LOGICAL/HISTOGRAM st 1	1	1		

3. In the column **Se**, enter any of the following line commands:

Command	Function
DE	Delete the message.
DI	Convert to display mode and display all messages.
LA	Show into which languages the message has been translated.
MO	Modify the message.
PR	Output the message to a printer.
SH	Display the short message; only available when an asterisk (*) is specified in the Language Code field.
TR	Translate the message into another language.
.X	Redisplay messages, placing this message at the top of the list. The first message number of the range displayed on the main menu is set to the number of this message.
.Y	Redisplay messages, eliminating all messages following this message. The last message number of the range displayed on the main menu is set to the number of this message.

4. Press ENTER to continue.

Translating Messages into other Languages

This function is used to display short messages for translation from one language to one or more other languages. To translate long messages into another language, use the Add Long Messages function. A Natural short message can only be translated into another language if it exists in English.

► To translate messages

1. On the SYSERR main menu, enter the following values:

Field	Input Value
Code	TR
Message Type	NS Natural short messages US User-defined short messages
Library	Any existing Natural library (not required for message type NS).
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be displayed for selection.
Language Codes	Specify a maximum of nine language codes. The language codes are single alphanumeric characters in the ranges 1 - 9, A - Z and a - y.

2. Press ENTER.

The Translate Short Message screen is displayed:

11:42:21	***** NATURAL SYSERR UTILITY *****	2000-07-04
	- Translate Short Message -	
Number	SAG0002	
Languages ...	123...7.9ABCD.....	
-----+....1....+....2....+....3....+....4....+....5....+...	
English	Short message number 2	
German	Short message number 2 (German)	
French	Short message number 2 (English)	
Spanish		
Italian		
Dutch		
Turkish	Short message number 2 (Turkish)	
Danish		
Norwegian	Short message number 2 (Norwegian)	
-----+....1....+....2....+....3....+....4....+....5....+...	
1 Short message number 2		
4 Line 4 of message number 2 (long text, English)		
18 Line 18 of message number 2 (long text, English)		
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10---PF11---PF12---		
Mod	Help	Exit
		- + Opts Canc

Near the top of the screen, the message number and the codes of the languages in which the message already exists are displayed (in the example above: 1, 2, 3, 7, 9, A, B, C and D). This information is followed by input lines for translating the message into the languages which were specified in the Language Code field of the main menu when the function was invoked (in the example above: 1, 2, 3, 4, 5, 6, 7, 8 and 9).

For reference purposes, three lines of the corresponding long message are displayed at the bottom of the screen. The language code of this message is always the one of the first message appearing in this screen (in the example above, English). Lines 1, 4 and 18 are displayed by default. You can display any other line of the long message by overtyping any of the three line numbers (1, 4, 18) with another line number and pressing ENTER.

3. Enter the translation in the input line of the new language specified.
4. Press ENTER.

Already existing translations are non-modifiable by default.

► To modify existing translations

1. On the Translate Short Message screen, press PF10.

The Options window is displayed:

```
+----- Options -----+
!
! Modification of all fields allowed ..... N
!
! Currently recognized language codes ..... 123456789
!
+-----+
```

2. In the field Modification, enter **Y** to override the default.
In this window, you can also specify up to nine new language codes for translation.

► To copy an existing translation to any empty line in the screen

1. At the beginning of the empty line, enter **.C**.
2. Move the cursor to the line to be copied.
3. Press ENTER.